SELECT/
FIRE

AIR/SEA ATTACK

START

START

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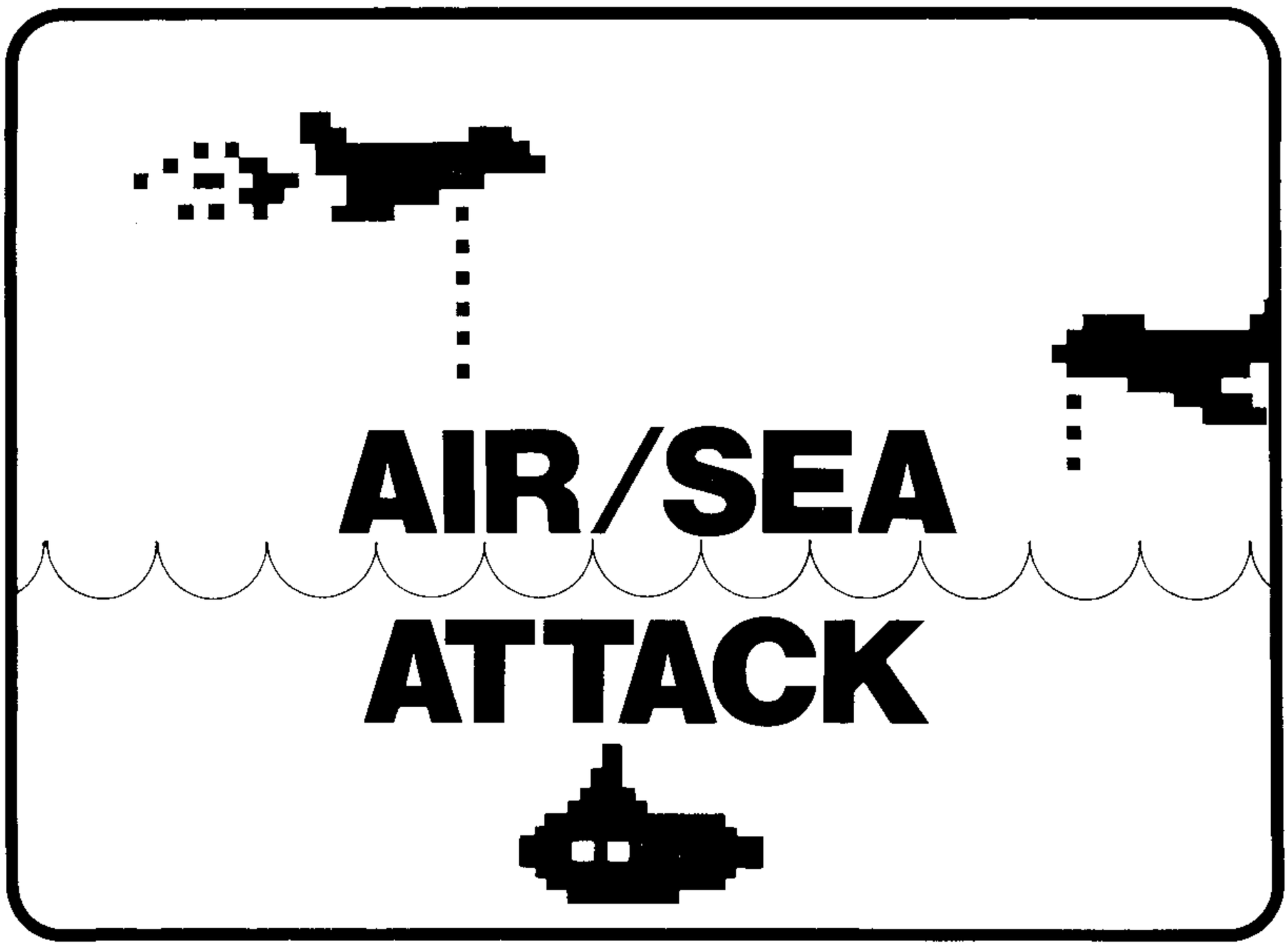
Home Entertainment & Personal Computing System



CARTRIDGE INSTRUCTIONS

VTECH

Congratulations! You've just opened one of the world's most exciting video game cartridges.

CREATIVISION'S AIR/SEA ATTACK

You command a nuclear submarine
Hours of exhilaration await you and your family and friends as you take command of your nuclear submarine deep in hostile waters.

The diabolical enemy
The enemy is completely ruthless and is out to destroy you with every weapon at his command. His bombers, helicopters and jet-fighters along with his destroyers cruisers, battleships and submarines are armed to the teeth and have only one mission . . . to find and annihilate you!

The attack
You are well hidden and have an unlimited supply of deadly weapons. You can fire at will and you'll have the satisfaction of hearing the enemy targets explode, and watching them disintegrate.

The defense
Never forget that the enemy is shooting back, dropping depth charges and bombs. Your submarine can only sustain three direct hits before it sinks, so be careful. Be ready to evade enemy bombs every minute.

Only your skill and daring will determine how long you can survive!

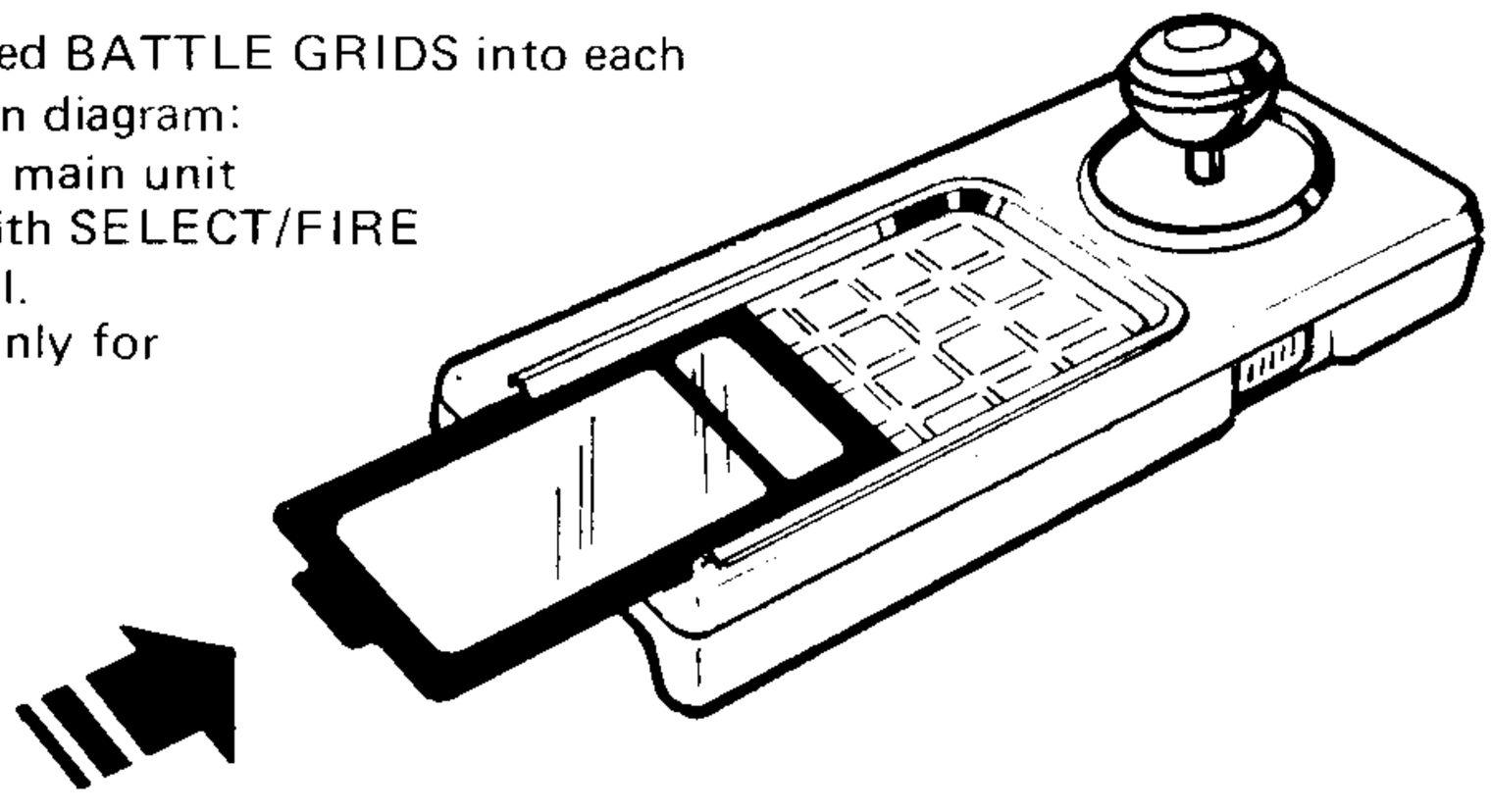
The Pre-Battle Check
Like any good commander, you must check that everything is ready before you engage the enemy. You don't want to miss a second of action. So go through the following pre-battle checklist carefully:

1) Main unit antenna cable . . . connected to TV . . . Check!
2) Power cord . . . plugged in . . . Check!
3) TV . . . plugged in . . . Check!
4) Main unit power switch . . . off . . . Check!
5) Air/Sea Attack cartridge . . . inserted . . . Check!

Battle stations!
Now move main unit power switch to . . . ON!

Your TV screen should show Air/Sea Attack in the demonstration mode. If not, tune your TV until it appears, sharp and clear, on the screen.

Ready!
1) Insert one of the enclosed BATTLE GRIDS into each hand control as shown in diagram:
2) Press RESET button on main unit
3) Select BATTLE 1-10 with SELECT/FIRE buttons on hand control.
(Use left-hand control only for BATTLE selection)
4) Press START area on hand control



Aim!

1) Move the JOYSTICK up and down to control your periscope gunsight. Your gunsight is the black circle with the crossed black lines which moves up and down the center grid.
2) Move the JOYSTICK left or right to evade enemy bombs and depth charges.

Fire!

1) Line up enemy craft in your gunsights.
2) Press SELECT/FIRE buttons on hand control firmly.
3) Enjoy the explosion and disintegration of the enemy craft.
4) Line up another enemy craft!

Intelligence report

The enemy has an unlimited number of planes, boats and submarines, all of which are armed.

You have an unlimited number of missiles.

Unfortunately, your submarine can only sustain 3 direct hits before sinking. So watch out!

If you can avoid being hit, you can survive forever!

NOTE: BATTLES 9 and 10 are for two players. In these battles none of the targets shoot back. You must out-shoot the other player. Your only enemy is time. The winner is the one who accumulates the highest shooting score in the 4 minute time limit.

CHOOSE YOUR BATTLE

A good commander chooses the time and form of battle he must fight. The enemy can attack you in up to 8 different ways. You must choose which of these you will fight in.

Remember, at the beginning, or after each Battle, you select the BATTLE NUMBER by pressing the SELECT/FIRE buttons on the left hand control.

Here is your choice:

BATTLE #1 The ruthless enemy send his Air Force against you. They sneakily attack in four levels and from both directions.

BATTLE #2 The despicable enemy, realizing your skill and daring sends his fastest airships against you. They unsportingly attack very quickly, in four levels and from both directions.

BATTLE #3 Not playing fair at all, the rotten enemy sends both his Air Force and his Navy against you. They attack without mercy from 8 levels and from both directions.

BATTLE #4 Wanting to win at any cost, the dirty enemy sends in his very fastest planes and boats. Cowards that they are, they attack very quickly in 8 levels and from both directions.

BATTLE #5 Playing dirty, the cunning enemy tries to catch you unaware by attacking with his navy both on the water and under it! While you are watching for planes that never come, his boats and submarines attack in 8 levels, sneaking in from both directions.

BATTLE #6 With no waring, the no-good enemy sends his very fastest moving ships and submarines against you. They pull quick sneak attacks in 8 levels and from both directions.

BATTLE #7 Crazy with fear, the mad enemy attacks in the air, on the water and under the water, from 12 levels and from both directions.

BATTLE #8 Hopeing to finish you off the evil smirking enemy sends everything he's got against you. His very fastest planes, ships and sunmarines try very quick hit-and-run tactics, attacking from 12 levels and both directions.

BATTLE #9 (2 PLAYERS) Each hand control moves a gunsight of a different colour. None of the targets have bombs or depth charges, so you must out-shoot the other player. Your only enemy is time. You must shoot more targets than the other player within the 4 minute time limit. As targets move in 12 levels and from both directions.

BATTLE #10 (2 PLAYERS) Afraid of your expert marksmanship, the target craft all speed up, moving very quickly from both directions in 12 levels. Both players will have to shoot very well to hit anything at all during the 4 minute time limit.

SCORING

Each different craft is assigned a certain score. When you hit it, your STRIKE COMPUTER, on the screen automatically computes your score.

For 1 Player games, the score appears on the top. Left-hand corner of the screen, under "1 UP". For 2 Players games, the left hand control (black gunsight) targets are added up on the left, under 1-UP. The right hand control (red gunsight) hits are scored in the top right-hand corner of the screen, under 2 UP.

The scores are listed below, according to name of craft and the level in which it attacks:

Level 1	Fighter Planes	4 points
Level 2	Helicopter Gunships	3 points
Level 3	Bombers	2 points
Level 4	Jet Bombers	1 points
Level 5	Torpedo Boats	9 points
Level 6	Cruisers	8 points
Level 7	Destroyers	7 points
Level 8	Battleships	7 points
Level 9	Mini-subs	6 points
Level 10	U-boats	6 points
Level 11	Submarines	5 points
Level 12	Nuclear submarines	5 points

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